GLENCOE

ART *in Focus*

*i*nteractive *S*tudent *E*dition

CONTENTS

TIME® ART SCENE

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GENE A. MITTLER

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Gene Mittler is the author of *Art in Focus*, Glencoe's senior high school art history textbook, which uses a chronological approach to art. He is also one of the authors of Glencoe's middle school/junior high art series, *Introducing Art, Exploring Art,* and *Understanding Art,* and *Creating and Understanding Drawings* for high school. He has taught at both the elementary and secondary levels and at Indiana University. He received an M.F.A. in sculpture from Bowling Green State University and a Ph.D. in art education from Ohio State University. He has authored grants and published numerous articles in professional journals and has lectured in the United States and abroad. Dr. Mittler is currently Professor Emeritus at Texas Tech University.

TIME is the nation's leading news and information magazine. With over 80 years of experience, TIME provides an authoritative voice in the analysis of the issues of the day from politics to pop culture, from history-making decisions to healthy living. TIME Learning Ventures brings the strength of TIME and TIME For Kids' editorial and photographic excellence to educational resources for school and home.

About the Cover

The image on the cover, *Sorrow of the King,* is one of the last works by French artist Henri Matisse (1869–1954). Working with cut paper, the artist created a composition of colors, shapes, and forms in the expressive style he developed late in his career. This piece can be seen as the culmination of the artist's life and work. Matisse's inspiration for the title comes from the biblical reference to King Solomon's *Song of Songs.* One of many interpretations holds that Matisse portrayed himself as the black figure in the center. He surrounded the figure with music, dancing, and the rich colors and patterns he favored in his artwork.

Matisse, Henri. *Tristesse du Roi (Sorrow of the King).* 1952. Paper cut-out. 282 × 386 cm (9′7¼″ × 12′11⅞″). Musee National d'Art Moderne, Centre Georges Pompidou, Paris, France. © Succession H. Matisse, Paris/ Artists Rights Society (ARS).

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ART *in Focus*

FIFTH EDITION

AESTHETICS CRITICISM HISTORY STUDIO

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TIME®

Mc Graw Hill Glencoe

New York, New York Columbus, Ohio Chicago, Illinois Peoria, Illinois Woodland Hills, California

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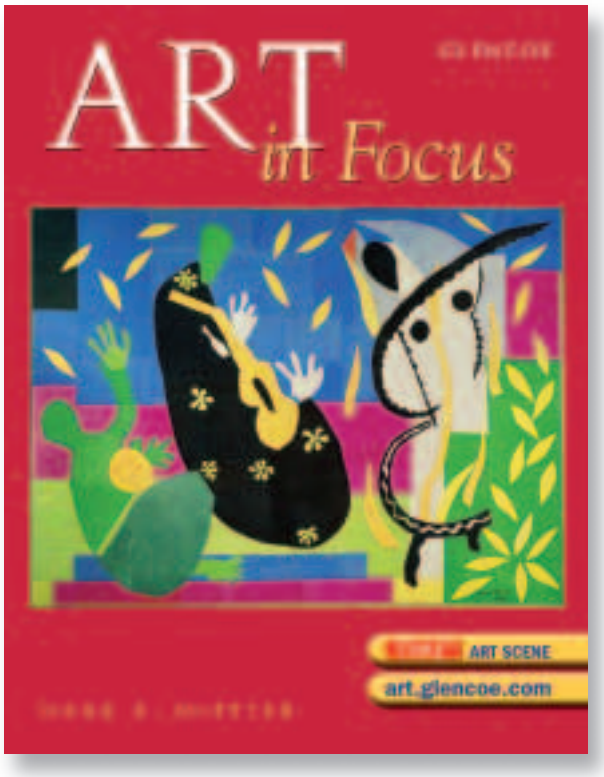


Art Resources on the Internet

What's on the *Art in Focus* Web Site?

- The Art Online Web site connects you to the arts community and powerful tools that enhance the content in *Art in Focus*. At **art.glencoe.com** you will find a gateway to resources for every unit and chapter in your book.
- Take a tour when you begin your art class to discover all the ways you can use the site. Start with Find Your Book Here to locate links, study tools, and activities.
- Use the Web Links, Art History Time Line, and Web Museum tours to bring to life art collections from museums around the world.

How Can I Use These Resources?

- When you need to find out more about an artist, technique, or art style, investigate the links at **art.glencoe.com**.
- View images of thousands of artworks in online galleries and collections to enhance your research, reports, and presentations. When using resources on the Internet, remember to cite sources and recognize copyright regulations.
- Explore Artist Profiles to find more on the artists you will be reading about. Find out about exciting career possibilities in the arts in the Career Corner.

Explore Student Art Gallery and Studio Activities

- Glencoe's Student Art Gallery showcases exemplary artwork by students who have completed studio activities from Glencoe's textbooks. Here you can view examples of works in several media:
  - Painting
  - Drawing
  - Mixed Media
  - Digital Art
- Look for additional Studio Projects online. As you complete these projects you will develop problem-solving skills by working in a variety of media and art styles.

Try Study Tools and Art Quests

- As you review lesson content, use the online study tools, concentration games, and eFlashcards.
- Challenge yourself with Art Quests—online tools that provide pathfinders to guide you through the vast world of art online.

Studying Art

How Do I Use *Art in Focus*?

Artists and educators have identified certain areas of focus to help you study art. There are six standards by which you can explore the world of art. *Art in Focus* is written to guide you in exploring and creating art to understand its influences and benefits to you and the world around you. This book will help you to:

1. Understand and apply media, techniques, and processes of art.
2. Use knowledge of structures and functions in art.
3. Choose and evaluate a range of subject matter, symbols, and ideas used by artists.
4. Understand the visual arts in relation to history and cultures.
5. Reflect upon and assess the characteristics and merits of your work and the work of others.
6. Make connections between visual arts and other disciplines.

Art in Focus takes you across time and space to discover the origins of art, explore artworks and the artists who create those works, and to examine ways that art influences society and cultures. The first part of your book will provide an introduction to the methods you can use to sharpen your skills as art critic and art historian. Then, throughout the rest of the text you will be able to put these skills to work.

Reading About Art

- **Focus on Reading** and **Time Line** activities in each chapter opener will start you on your journey. Use these strategies to preview what you will learn.
- **Study the captions and credit lines** as you examine each work of art in a lesson. Answering questions in the captions will help you gain information about the art.
- **Scan the headings in each lesson**. After you read, review what you have learned using Lesson Review questions and the study tools on the Web site.

Practicing Art Criticism

- **Vocabulary terms** in each lesson help you to develop your visual vocabulary. Practice this vocabulary and identify more details in artworks. You will be able to describe and discuss artworks with others when you use words that are precise and accurate.

Being an Art Historian

- **Ask questions about the art** and the artists discussed in the chapter. Find out a much as you can about each work and the artist who created it.
- **Time & Place Connections** will help you place art in the context of history. You will gain more in-depth information as you recognize the impact art has on history and cultures.
- **Looking Closely** features guide you in examining details in the artwork and help you to understand and apply your visual vocabulary.

Creating Art

- **Studio Lessons** in many of the chapters guide you in finding a purpose and inspiration to practice what you have learned to solve specific art problems.
- **Step-by-step instructions** help you to experience a variety of art media and techniques.
- **Examining Your Work** following each Studio Lesson will help you polish your art criticism skills.

Communicating through Art

- **Symbolism and Storytelling in Art** features throughout the text will help you identify how an artist can use details to communicate symbols and stories into the subject matter of the artwork.
- **Styles Influencing Styles** helps you compare and contrast two artworks to find out how artists and styles are affected by art of other art periods and cultures.
- **Your Portfolio** is the place where you will keep examples of your work and record your progress as you develop your art skills.

Connecting with other Disciplines

- **TIME Art Scene** connects art to the real world around you. You will read about current news and events and connect art to other disciplines.
- **Virtual Museum Tours** guide you through the vast art resources available on the Internet and let you find connections through art to a multitude of subject areas.
- **The Career Handbook** demonstrates a variety of art-related careers to choose from.

Be an Active Reader

How Should I Read My Textbook?

Reading your *Art in Focus* textbook will take you on a reading journey through art history. You will find a great amount of information in it. It is an example of nonfiction writing—it describes artworks, art styles, and artists from the real world, and introduces you to people, images, and ideas.

Here are some reading strategies that will help you become an active textbook reader. Choose the strategies that work best for you. Look back at these strategies to remind yourself what you can do to get the most from your reading. The activities at the beginning of each chapter will help guide you as you read.

Before You Read

Set a Purpose

- Why are you reading the textbook?
- How might you be able to use what you learn in your own life?

Preview

- Read the chapter title to find out what the topic will be.
- Read the subtitles to see what you will learn about the topic.
- Skim the fine art images, photos, and maps.
- Look for vocabulary words that are boldfaced. How are they defined?

Draw From Your Own Background

- What do you already know about this topic?
- How is the new information different from what you already know?

If You Don't Know What A Word Means

- Think about the setting, or context in which the word is used.
- Check if prefixes such as *un, non,* or *pre* can help you break down the word.
- Look up the word's definition in a dictionary or glossary.

As You Read

Question

- What is the main idea?
- How well do the details support the main idea?
- How do the art images, charts, and maps support the main idea?

Connect

- Think about art you have seen and artists you know about in your own community.
- Are there any similarities with those in your textbook?

Predict

- Predict events or outcomes by using clues and information that you already know.
- Change your predictions as you read and gather new information.

Visualize

- Use your imagination to picture the settings, events, and artists that are described.
- Create graphic organizers to help you see relationships found in the information.

After You Read

Summarize

- Describe the main idea and how the details support it.
- Use your own words to explain what you have read.

Assess

- What was the main idea?
- Did the text clearly support the main idea?
- Did you learn anything new from the material?
- Can you use this new information in other school subjects or at home?

Reading Do's

Do…

- Establish a purpose for reading.
- Think about how your own experiences relate to the topic.
- Try different reading strategies.

Reading Don'ts

Don't…

- Ignore how the textbook is organized.
- Allow yourself to be easily distracted.
- Hurry to finish the material.

Building Your Art Portfolio

Art in Focus **presents you with opportunities to develop your artistic skills by experimenting and creating your own artworks to store in your art portfolio.**

What is a Portfolio?

- A portfolio is a collection of artwork you have created that demonstrates your progress and achievements as an artist over time. A well-organized portfolio should include self-reflection and critical analysis of your artworks.
- Your portfolio is an interactive storage unit for your artworks, providing ease and convenience when transporting artwork, and protecting artworks from damage while you create.
- Your portfolio might be large cardboard folders or boxes filled with drawings and writings that also include video clips, photographs, and three-dimensional samples. It might be an electronic file with digital images and notes saved on a computer.

How to Build Your Portfolio

- Knowing what can go into a portfolio helps you determine what is appropriate in relation to each assignment. Observations, verbal responses, written records, drawings and sketches, and actual products are the basic contributions to a portfolio.
- Technology now makes it possible for you to not only include digital artworks in your portfolios, but also to consider digitizing all of your traditional artworks. Scanners, digital still and video cameras, and current software now make the creation of electronic or digital portfolios easy and affordable.

Digital Portfolios

- Electronic or digital portfolios offer the convenience of being able to transport and view all artworks created on a single CD-ROM. You can easily develop an organization or structure for the presentation of the images. By creating electronic portfolios, you are also learning and applying technology skills used by art professionals in today's workplace.
- A digital portfolio can be easily accessed on a computer for review or reflection. It can include text, audio, graphics, digitized photos, video, and hypermedia presentations. You can include multimedia presentations and Internet pages, as well as videos and sound.

How to Organize Your Portfolio

- Keep an outline or checklist of assignments to keep track of what should be completed and placed in your portfolio. Set aside some time periodically to update, reorganize, or adjust your portfolio.
- Peer reviews and written self-reflections are also valuable to place in your portfolio. Reorganizing your portfolio is an effective way to review your work and analyze your progression and growth as an artist.

Art News From TIME ART SCENE

Current articles and stories from the world of art add richness and relevancy to your study of art and art history.

In each chapter of *Art in Focus,* beginning in Chapter 2, look for an up-to-date magazine style article covering these points of view:

- a fresh view of art history and artworks
- the restoration of ancient artifacts
- innovative creations by contemporary artists

Read each article, examine the artworks, and in many chapters, view a photo of the artist along with his or her artwork.

TIME ART SCENE

Technology

ANIMATION ARTISTRY

Hayao Miyazaki creates animation focused on nature.

Hayao Miyazaki has often been called the Walt Disney of Japan. His animated movies, which include *Princess Mononoko* and *Spirited Away,* have brought him international fame.

Miyazaki writes, animates, and directs his films. His artistry does not come out of a computer—his films are mostly drawn by hand. Although he has a large staff of artists, Miyazaki is involved in every aspect of the animation process. In *Princess Mononoke,* he looked at 80,000 of the 140,000 frames that made up the movie, revising many of them.

Born in Tokyo, Japan, in 1941, Miyazaki started his career creating comic books (known as *manga* in Japan). Later he turned to creating *anime,* or animated features. Miyazaki creates fantasy worlds that seem astonishingly real. He accomplishes this by paying careful attention to detail. Few animators can match his film's vivid colors and convincing texture, dimension, depth.

eating an animated world takes hard work. To draw ush green landscapes of *Princess Mononoke* and *My bor Totoro,* Miyazaki and his artists visited forests in ı, taking pictures and making sketches. *Kiki's ry Service* is set in an imaginary city. To draw it, aki studied many cities, using bits and pieces ach to construct a detailed urban landscape.

ate machinery, he may pore h history books. On screen, chinery looks like it would work.

ever, technology is less important to Miyazaki than nature. His visual landscapes teach us ple should live in harmony ure rather than trying to e it.

This scene from Hayao Miyazaki's hit movie *Princess Mononoke* demonstrates how vividly he draws the world of nature.

Miyazaki's films feature strong, independent female characters. He also shows concern for the environment and for how people need to preserve the Earth's delicate ecosystem.

TIME to Connect

Creating animation for a Miyazaki film requires drawings to be placed on pieces of celluloid called a cell. Read about the process online or in a library. Then learn about computer-generated animation, such as the techniques used in *Toy Story* and *Shrek.*

- Describe the process for both computer animation and hand-drawn animation.
- Compare these two techniques. How do they differ? How are they similar? Explain your findings in a short summary.

10 *The Art of India, China, and Japan*

TIME to Connect

Make connections between the visual arts and other subject areas. Try the concluding activity at the end of each article, where you will:

- **Explore connections between art and the real world in social studies, language arts, science, and technology.**
- **Compare and contrast artworks and art styles to identify historical and cultural influences, trends, and similarities or differences.**
- **Practice your reading, writing, and language arts skills as you complete each activity.**

Mapping Art History

How Do I Use the Maps in *Art in Focus*?

You will find maps throughout your textbook that can add to the information you are reading about art. As you learn about the places where art periods and styles developed, you can use the maps to picture where these places are located. Use your map skills to help you understand the information on the maps.

Why Read a Map? Maps can direct you down the street, across the country, or around the world. In this book, you will explore the world through art history. Maps are included so you can find locations of art periods and movements. Knowing the location of places helps you develop an awareness of the world around you as you study the art of a culture or time period.

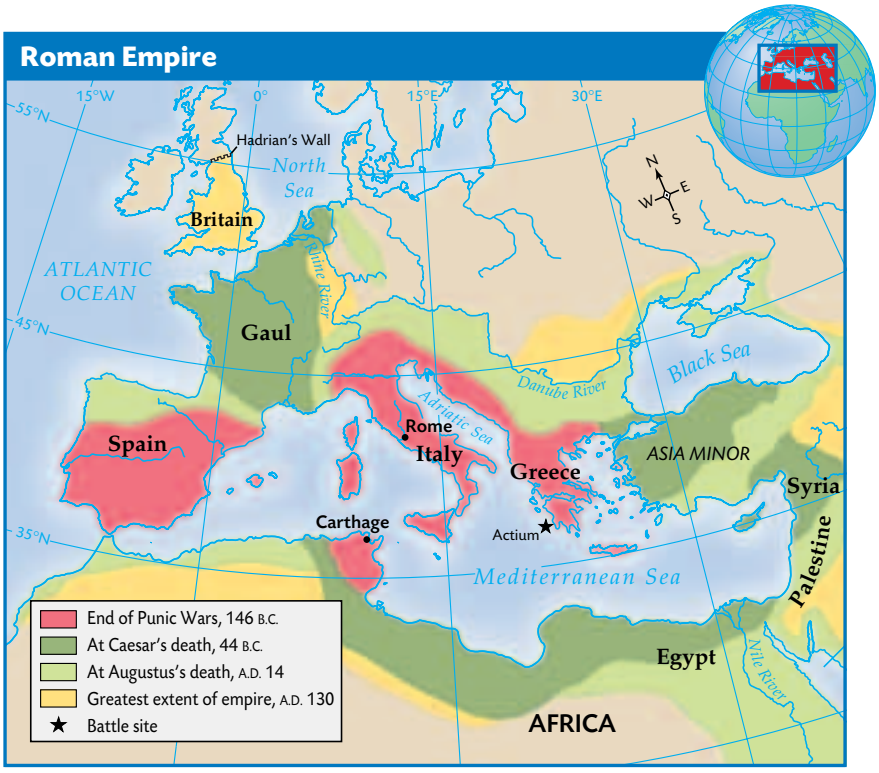
Using Your Map Skills

Examine the maps at the beginning of lessons in *Art in Focus* as you read about each culture or geographic area you will study. Answer the question provided in the Map Skills caption. You may wish to investigate more about a nation or a culture once you begin to recognize the ways that art history and art styles have influenced history and cultures in different parts of the world.

Using Time Lines

The *Art Handbook* Time Lines beginning on the next page provide a comprehensive overview of each major period of art history. With this tool you can review artworks and understand them in the context of the period in which they were created. These Time Lines can aid you in researching events of a particular period or recognizing the influences on different art styles.

You will also find a Time Line at the beginning of each chapter, with dates, art periods, and artworks covered in the chapter. Use these as an overview of the art in each chapter and to get a sense of the time and place in which the artists lived and worked.



CONTENTS

Time Line

EARLY CIVILIZATIONS

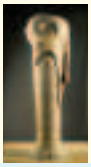
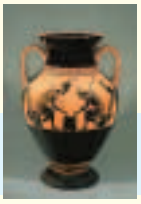
30,000 B.C.–500 B.C.

Date	Art Style/Period	Artworks	Historical and Cultural Events
30,000 B.C.	Paleolithic Period begins		Humans live as hunter-gatherers
15,000 B.C.		▲ *Chinese Horse (p. 129)*	Cave paintings of Altamira and Lascaux
11,000 B.C.	Magdalenian Era	*Bison Licking Its Back (p. 133)* ▶	
8000 B.C.	Neolithic Period begins in some regions (c. 5000–8000 B.C.)		Humans begin to live in settled villages
5000 B.C.			Humans begin to domesticate plants and animals
			Sumerians settle in Mesopotamia (4500 B.C.)
3000 B.C.	Bronze Age begins in Greece		Sumerians create musical instruments and songs
			Bronze tools are used in Sumer
		▲ *Pharaoh Khafre (p.156)*	
2500 B.C.	The Old Kingdom in Egypt (c. 2575–2130 B.C.)		Stone is used to construct great pyramids
	Akkadian period (c. 2340–2150 B.C.)		Sumerians develop cuneiform writing (c. 2500–3000 B.C.)
2000 B.C.	Neo-Sumerian period (c. 2150–1800 B.C.)	▲ *Seated Gudea (p. 137)*	
		Stonehenge *(p. 134)* ▶	
			The Epic of Gilgamesh
1900 B.C.	The Middle Kingdom in Egypt (c. 1938–1600 B.C.)		
			Babylonians gain control of Mesopotamia
			King Hammurabi establishes a set of laws (1792–1750 B.C.)
1500 B.C.	The New Kingdom in Egypt begins (1539 B.C.)		Mesopotamians myth
		▲ *Queen Nefertiti (p. 158)*	
1000 B.C.	Iron Age begins		Assyrians rule Mesopotamia (900–600 B.C.)
			King Nebuchadnezzar restores Babylon
500 B.C.			Persians advance into Mesopotamia

Time Line

GREECE AND ROME

1300 B.C.–A.D. 500

Date	Art Style/Period	Artworks	Historical and Cultural Events
1300 B.C.			Mycenaean civilization
1000 B.C.	Geometric Period (1000–700 B.C.)	▲ *Geometric Jug* *(p. 174)*	Trojan War (c. 1250 B.C.) Homer's *Illiad and Odyssey*
700 B.C.	Archaic Period (c. 640–490 B.C.)	▼ *Hera of Samos* *(p. 178)* 	Ancient Olympic Games (c. 900–700 B.C.) Athens becomes a unified city-state
500 B.C.	Classical Period (c. 490–300 B.C.)	*Exekias Vase* ▶ *(p.175)* 	
400 B.C.		▼ *Parthenon* *(p. 169)* 	Pericles begins construction of Parthenon (447 B.C.) Sophocles writes the tragedy *Antigone* (443 B.C.) Peloponnesian War (431 B.C.) Athenian Empire is destroyed (405 B.C.)
300 B.C.	Hellenistic Period (323–331 B.C.)		Alexander the Great dies (323 B.C.) Euclid writes *Elements of Geometry* (323 B.C.)
200 B.C.		▼ *Dying Gaul* *(p. 184)*	Etruscans become subject to Rome (295 B.C.)
100 B.C.	Roman Empire (c. 27 B.C. to A.D. 330)		Death of Virgil, Roman poet
A.D. 100		◀ *Flora (Spring) wall painting* *(p. 194)* 	Crucifixion of Christ Eruption of Vesuvius, Pompeii (A.D. 79) Roman conquest of Britain (A.D. 43–85)
A.D. 300	End of Western Roman Empire (A.D. 476)		Constantine dedicates new capital (A.D. 360)
A.D. 500		▲ *Arch of Constantine* *(p. 207)*	Books begin to replace scrolls

Time Line

ASIA
3000 B.C.–A.D. 1500

Date	Art Style/Period	Artworks	Historical and Cultural Events
3000 B.C.	Harappan Period		Indus Valley civilization begins
1000 B.C.	Shang Dynasty, China (1766 B.C.)		Hindu writing, *The Upanishads* (600–300 B.C.)
100 B.C.	Han Dynasty, China (206 B.C. to A.D. 220)		
A.D. 500	Tang Dynasty, China	▲ *Shiva Nataraja, India (p. 221)*	China's Golden Age (c. 618)
1000	Ming Dynasty, China (1368–1644)		Genghis Khan invades northwest China
1500	Edo Period, Japan	*The Great Wave* ▶ *(p. 239)*	

THE AMERICAS
10,000 B.C.–A.D. 1800

Date	Art Style/Period	Artworks	Historical and Cultural Events
10,000 B.C.	Woodland Period		Hunting, fishing, and gathering in North America
1000 B.C.	Mound builders (c. 1000 B.C. to A.D.1000)		Ohio Valley sees first mound builders
A.D. 500	Maya culture (c. A.D 320)		Maya build their first cities in Central America
1000	Pueblo Period (c. 700–1100 B.C.)		Anasazi use bricks, build kivas
1500	Aztec culture (c. 1324) Inca culture	▲ *Xipe Impersonator (p. 260)*	Aztecs conquer Mexico Incas build Machu Piccu
1700		*Saddle Blanket* ▶ *(p. 251)*	

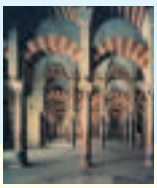
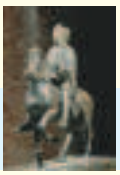
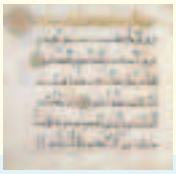
AFRICA
A.D. 700–1700

Date	Art Style/Period	Artworks	Historical and Cultural Events
A.D. 700	Harappan Period		Islam spreads across North Africa (700–800)
1000	Yoruba culture	◀ *Portrait of a King (p. 267)*	Yoruba cities develop (800–1000)
1200			Shona peoples build structures in Zimbabwe
1400			European slave trade
1500	Benin culture		Kingdom of Benin reaches its peak
1600	Asante culture	▼ *Kente cloth (p. 271)*	Asante weavers create kente cloth patterns
1700			*Story of Tambuka*, Swahili epic poem

Time Line

ART IN QUEST OF SALVATION

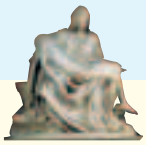
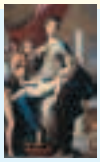
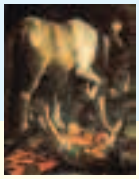
27 B.C.–A.D. 1500

Date	Art Style/Period	Artworks	Historical and Cultural Events
100 B.C.	Roman Empire (27 B.C. to A.D. 395)		
A.D. 100			Monasticism has its roots in the Near East (A.D. 200)
300	Byzantine Empire (A.D. 330–1453)		Roman Empire legalizes Christianity (A.D. 313)
400	Early Medieval Period		
500	Medieval Period (c. 500–1500)	▲ *Justinian and Attendants (p. 296)*	Plans for Vatican Palace begin in Rome Muhammad, prophet of Islam, born in Mecca (A.D. 570)
700		◀ *Mezquita Mosque, Cordoba, Spain (p. 299)*	*Beowulf,* the Anglo-Saxon epic poem is written Islam spreads throughout Northern Africa Moors rule Spain (711–1492)
800		▼ *Equestrian Statuette (p. 311)* 	Charlemagne becomes the first Holy Roman Emperor Charlemagne dies (814) Feudalism emerges in Western Europe
1000	Romanesque Period (c. 1000–1200)		Crusades begin in Europe (1095)
1100	Gothic Period (c. 1150–1500)	▼ *Christ in Majesty (p. 326)*	Pilgrimages to Jerusalem begin
1200			Pointed arch and flying buttress developed by French architects King John of England signs the Magna Carta (1215)
1300		◀ *Leaf from Koran (p. 297)*	Dante completes *The Divine Comedy* (1321) The Plague (Black Death) kills one-third of England's population (1349)
1400		◀ *Book of Hours (p. 343)*	Chaucer writes *The Canterbury Tales* (c. 1387) Limbourg Brothers produce a luxurious *Book of Hours* for the Duke of Berry (1413–1415)
1500			

Time Line

ART OF MODERN EUROPE

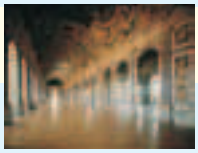
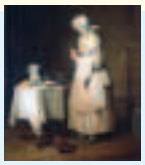
1400–1600

Date	Art Style/Period	Artworks	Historical and Cultural Events
1300			Hundred Years' War between England and France (1337–1453)
1400	Italian Renaissance (c. 1400–1520)		Brunelleschi discovers linear perspective (1412) The Medici family flourishes in Florence
1420			
1440			Johannes Gutenberg invents movable type (1440)
1460		▲ *Portrait of a Lady (p. 388)*	Florence becomes a center of Renaissance humanism
1480	High Renaissance (c. 1495–1527)		
1500		▲ *Pietà (p. 369)*	Rome is premier Renaissance city Hapsburgs rule
		◀ *Mona Lisa (p. 369)*	Martin Luther writings lead to Protestant Reformation (1517)
1520	Italian Mannerism		
1540		▼ *Madonna with the Long Neck (p. 402)*	
1550	Elizabethan Age (c. 1558–1603)		Philip II becomes King of England (1556) The arts and drama flourish in England Marlow writes *The Tragical History of Faustus*
1560		◀ *Il Gesù (p. 420)*	
1580			First ballet performed at the French Court Edmund Spenser writes the epic poem *The Faerie Queene* (1590–1596) Crusades begin in Europe (1095) Shakespeare writes *Romeo and Juliet* (1596)
1600	Baroque Period (c. 1600–1700)	▲ *The Conversion of St. Paul (p. 425)*	Globe Theatre is built in London (1599) Queen Elizabeth I dies, James I becomes king of England (1603)

Time Line

ART OF MODERN EUROPE

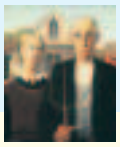
1600–1850

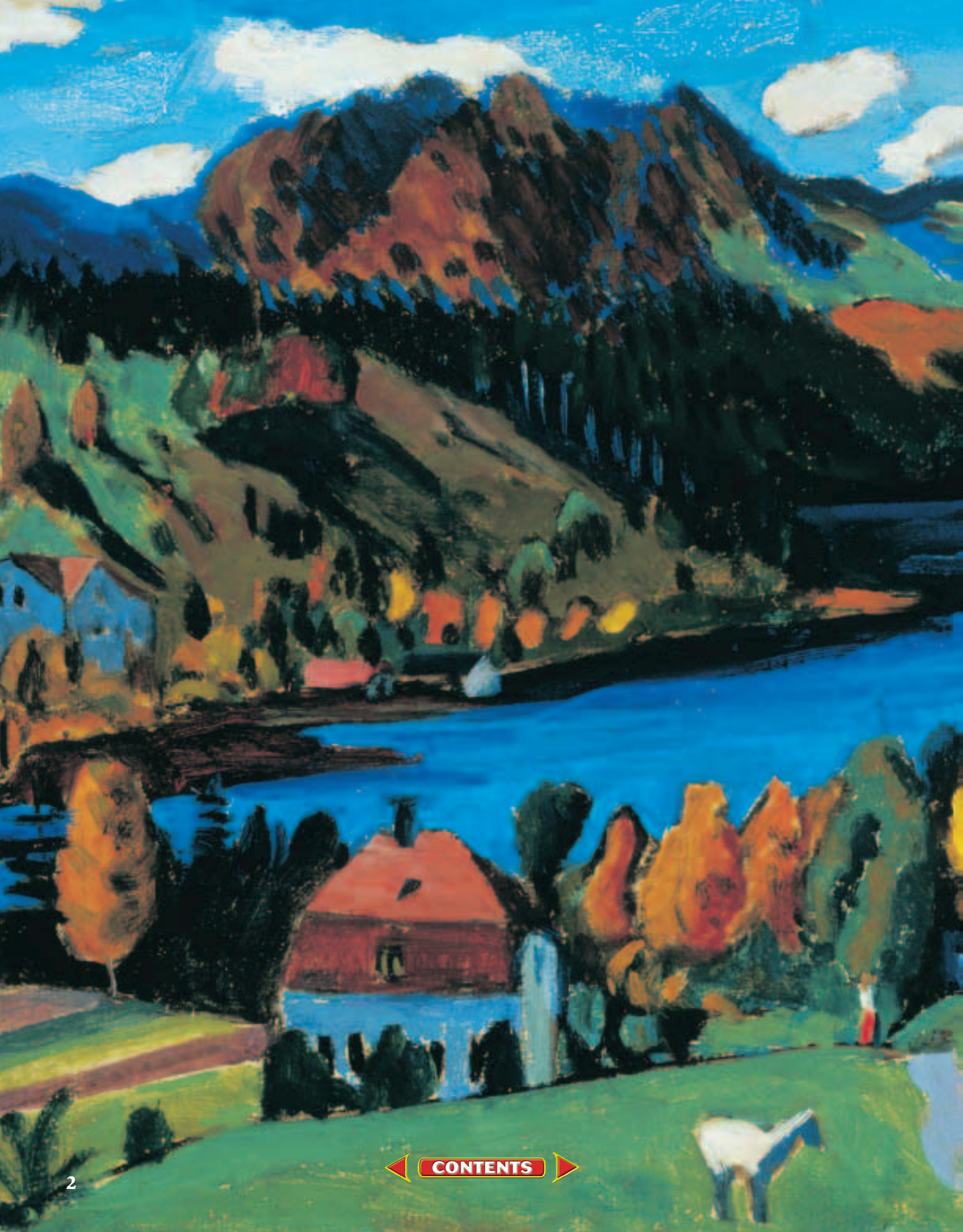
Date	Art Style/Period	Artworks	Historical and Cultural Events
1600	Baroque Period continues (c.1600–1700)		Miguel de Cervantes writes *Don Quixote* (1605) English colonists settle in North America (1607) Galileo perfects the telescope (1609)
1620		▲ *David (p. 424)*	
1640		◀ *The Night Watch (p. 431)*	Louis XIV, the Sun King, reigns in France (1643–1715)
1660		▼ *Hall of Mirrors, Palace of Versailles (p. 447)*	The Great Fire of London (September 2–6, 1666)
			
1700	Roccoco Period (c. 1700–1800)		
1720		▼ *The Attentive Nurse (p. 451)*	J.S. Bach composes "The Brandenburg Concertos" (1721)
1740			Handel composes "Music for the Royal Fireworks" (1749) Benjamin Franklin conducts experiment proving lightning is electricity (1752)
1760		◀ *The Blue Boy (p. 453)*	The American Revolution (1775–1776) The Industrial Revolution begins in Great Britain
1780			Mozart composes the "Jupiter" symphony (1788) Parisian peasants storm the Bastille; The French Revolution begins (1789–1799) The Louvre opens in Paris as a public museum (1793)
1800		▲ *The Third of May 1808 (p. 457)*	Napoleon becomes emperor of France (1804) French army invades Spain and captures Madrid (1808)
1850			

Time Line

ART OF THE MODERN ERA

1700–2000

Date	Art Style/Period	Artworks	Historical and Cultural Events
1700	Neoclassicism (c. 1730s–1850)		Discovery of Pompeii ruins renews interest in Classical art forms
1770			U.S. Declaration of Independence (1776)
1780		◂ *The Death of Marat (p. 467)*	French Revolution begins (1789) Louis XIV is executed, Reign of Terror in France begins (1793) Coleridge and Wordsworth publish *Lyrical Ballads* First important poetry of the Romantic era
1800	Romanticism (1790–1850)	▾ *Wrath of the Medusa (p. 471)*	
1820			Charles Dickens writes *Oliver Twist* (1837–1839) Louis Daguerre develops photographic image process
1860	Impressionism (1860–1900) Realism (1880–1900)		Civil War fought in the United States (1861–1865) First Transcontinental Railroad in the U.S. completed First Impressionist Exhibition in France (1874) Thomas Edison invents the phonograph
1880	Post-Impressionism (c. 1880s)	▴ *The Olive Trees (p. 493)*	
1900	Fauves (1905–1910) Cubism (1907–1920) Dada movement (1915–1922)		First exhibition of Cubist art (1907) The Armory Show of modern art in America (1913) World War I (1914–1918)
1920	Regionalism in America (1930s)	▴ *American Gothic (p. 549)*	The Jazz Age in the United States U.S. Stock Exchange collapses (1929) John Steinbeck writes *The Grapes of Wrath* World War II (1939–1945)
1940	Abstract Expressionism Pop art (1950s)	◂ *Woman VI (p. 552)*	The first programmable computer is constructed Korean War (1950–1953)
1960	Op art (1960s) Photo-Realism (1970s)	▾ *Giant Three-Way Plug (p. 555)*	Vietnam War (1955–1975) Civil Rights movement begins in the United States Neil Armstrong walks on the moon (1969) The Internet ushers in the Information Age Tom Wolfe publishes *The Bonfire of the Vanities*
1980	Postmodernism (1980s) Digital art emerges (1990s)	▾ *Sonia (p. 576)*	End of the Cold War era (1989) Pro-democratic protest in Tiananmen Square, China Nelson Mandela is freed from prison (1990)
2000			The world celebrates the Third Millenium Frank Gehry's Disney Concert Hall opens (2003)



UNIT 1

CREATING AND UNDERSTANDING ART

Take a moment to study the painting created by Gabriele Münter. Do you think this is a successful work of art? To gain information from and about works of art, you must know the right questions to ask. In the pages that follow, you will discover what those questions are—and learn how to use them to defend your own decisions about the meaning and value of art.

ART Online

Web Museum Tour Visit art.glencoe.com and explore works of more than 250 women artists at the National Museum of Women in the Arts.

Activity Search the collection by artist or period. Read the profile about Gabriele Münter and view another painting by this progressive artist. What historical events influenced her career?

Gabriele Münter. *Staffelsee in Autumn*. 1923. Oil on board. 34.9 × 48.9 cm (13¾ × 19¼″). National Museum of Women in the Arts, Washington, D.C. Gift of Wallace and Wilhelmina Holladay. © 2002 Artists Rights Society (ARS)/VG Bild-Kunst, Bonn.

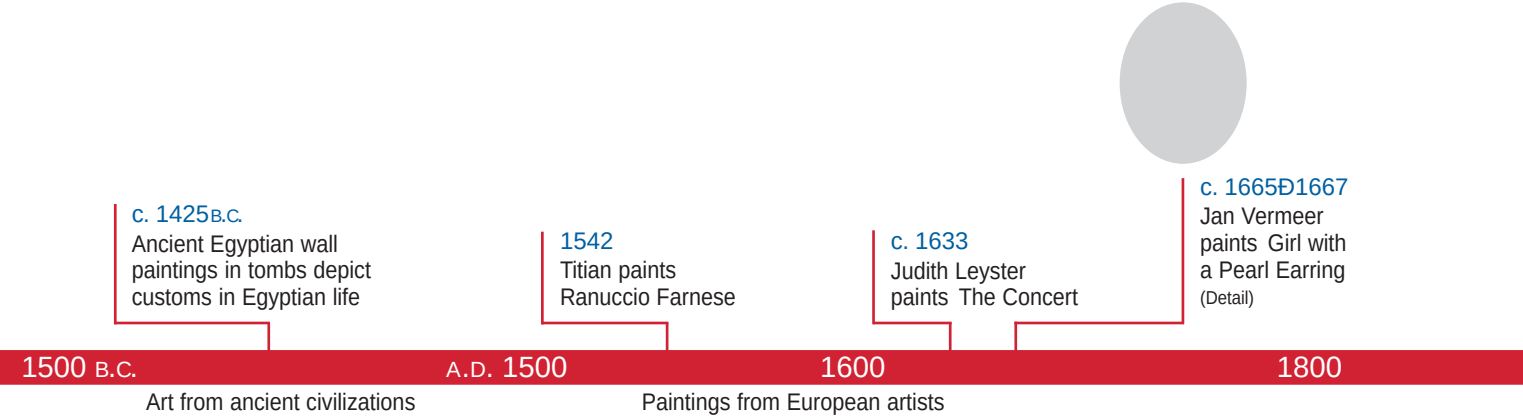
CONTENTS

1

Art and You

Have you ever painted a picture or shaped a piece of clay? What are some of the types of artforms you have seen? Why do you think artists create art? The visual arts are a universal language. Through the arts, people have portrayed their world and expressed their dreams, ideas, and feelings. Every work of art reflects the time and place in which it was created. For this reason, art offers us a unique opportunity to journey into the past. There, we can linger a moment to gaze into the eyes of*Girl with a Pearl Earring* (Figure 1.1), and imagine what her life might have been like. What meaning might the painting have held for the artist, Jan Vermeer?

Read to Find Out As you read this chapter, make connections between the works of art and the people, places, and events in your life. Look at the young girl shown in Figure 1.1. Who do you think she was? Perhaps her expression reminds you of someone you know. What emotions does her facial expression suggest?

Focus Activity *Girl with a Pearl Earring* was painted around 1665–1667. What do you think life was like in seventeenth-century Holland? On a separate sheet of paper, write a caption that tells something about the girl in the painting. Making connections between a work of art and your own life will enhance your appreciation of the visual arts.

Using the Time Line The Time Line shows details of some of the artworks you will study in this chapter. Locate the images on the time line as you read, and consider the time and place in which each artist worked.